

The Knight is the military power behind a House.
They direct armies in the field to attack, defend, and restore order to lawless lands.
The Knight can sometimes be stressful and overwhelming to play as the pressure is on them from all other team members to win battles and get Resources flowing.
The Studious Maester
Play this role if you want to quietly support the rest of your team and covertly hinder the enemy.
You will uncover dark secrets, arrange clandestine marriages, find legends of forgotten relics, and forge new links on the heavy chain of knowledge.
This role does best with players with good skills in understanding probabilities and optimizing choices.
The Maester is an easy role to play, but a very challenging role to master.
The intensity of the action tends to be relaxed, but in its place is cold, calculated planning with multi-stage, long-term strategy.
To excel at being a Maester a player needs to both manipulate the odds of dice-rolling in their favor to apply the best results when most needed, and exploit the patterns of Traits through the generations of Bloodlines Cards.
The Adventurous Heir
Play this role if you want to support your teammates and bounce around to different tables as needed each turn.
You will boost armies, improve alliances, uncover dirty secrets, and play the only role on your team that can quest after powerful lost relics.
This role does best with players with good skills in creativity, knowledge of all other roles, and the ability to manage priorities.
The Heir can sometimes be stressful and overwhelming to play as they must juggle the timing of all four tables at once, frantically running across the room to be where they are needed most.
At the Citadel the Heir can help with different useful actions, but as a team you need to decide what benefits outweigh the others between Relics, Secrets, and Dark Wings Dark Words cards.
3-Player Teams
One of the goals of the rules of Aegon's Conquest is to be accommodating to unfortunate, last-minute losses in available players.
With a game of this size, it is inevitable that emergencies will crop up right before the event that will force players to have to skip.
It's part of the human factor.
To help the game administrators roll with the punches, Aegon's Conquest has a 3-player team option.
This option should be used only when absolutely needed as a fix to a problem and not as the baseline.
When a House is limited to just three members, the House operates without an Heir.
To compensate for this loss, each of the other three roles gain the baseline abilities to match that of what an Heir would otherwise bring.
The abilities are the equivalent of having an Heir with all matching, but Blank, Traits.
The Lord gains the ability to make an additional alliance each turn, and the ability to add one additional card during Court Intrigue.
The Knight gains the ability to interrupt Banner Order once each Round and perform a bonus action with any one of their armies.
While doing so, the Knight can also spend Gold, one for one, to Support or Oppose any army with hired sellswords.
The Maester gains one additional roll to Dig Up Dirt on their House's allies.
They also gain the ability to Delve, rolling three dice and using the two best.
Lastly, the Maester in a 3-player House does not participate in Arrange A Marriage, but keeps their starting
Bloodlines Card out for allied Maesters to use when they Arrange A Marriage.
Additionally, the Game Masters should consider speaking with the Night's Watch Lord Commander player to move that player into a House in need of another member.